MY VIRTUAL BABY

233251-A

Operating Instructions

INTRODUCTION

This Virtual Baby game is to train you to take responsibility towards the game as one of your own lovely baby. You have to take care your child with tender love and care. With your good care, your child will grow up with his/her own characteristic. It is your responsibility to raise and train your child the best way.

This game has 4 growing stages which is Baby (0-4 age), Children (5-10 age), Teenager (11-18 age) and Career stage. When you raise your child up to 18 years old, he/she may become a Doctor, Policeman, Chef, Teacher, Nurse or Waitress depending on the Education index. The characteristic and personality of your child will be changed on each stage. When your child's occupation is displayed, the game is over.

GENERAL FUNCTIONS

a) 5 button keys operation

A key - **ENTER**
to activate and confirm the function/activity.

B key - **LEFT**

C key - **RIGHT**
to select the icon or function with left or right direction.

D key - **MODE/CANCEL**
to exit from the game playing display the real time.

RESET - at the back of the casing.

b) Real Time Mode
12 hour display format.

c) The weight of the baby is 4 lbs.

d) After reset, all the index number defined as follows:

Health	:	4 Heart
Happiness	:	4 Heart
Hungry	:	3 Heart
Education	:	0
Discipline		4 Heart

Sound ON/OFF

You can activate and deactivate the "**SOUND**" by manipulating the **RIGHT** cursor key C button in REAL TIME mode.

Pause Mode

You can quit the game anytime by entering the Pause Mode [press the LEFT key in time mode and then press ENTER key to confirm the function.] In Pause Mode, all activity functions is disabled. All index and the age will stop. However, the time keeping running. Press the ENTER key again to exit the mode.

LCD PANEL LAYOUT

TOP ROW

Icon 1 Feeding
Icon 2 On/Off Light
Icon 3 Playing
Icon 4 Study
Icon 5 Exercise

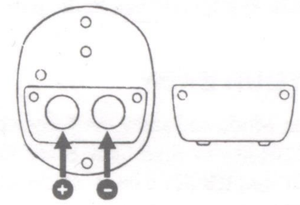
BOTTOM ROW

Icon 6 Cleaning
Icon 7 Medical Treatment
Icon 8 Discipline
Icon 9 Behavior Index
Icon 10 Hint

INSTALLATION OF BATTERIES

- Unscrew the battery cover with a screw-driver
- Insert two LR44/A76/G13 1.5V button cell batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (batteries included)
- Screw and replace the cover.

(see the illustration of battery replacement)



Caution :

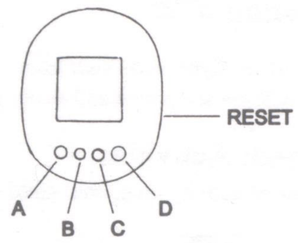
Batteries should be replaced by adult.
Not suitable for children under 36 months. May contain small parts.

SAFE BATTERY USAGE

- Different type of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be charged.
- Do not use rechargeable batteries.
- Batteries are to be inserted with the correct polarities.
- The supply terminals are not to be short-circuited.
- Exhausted batteries are to be removed from the game unit.
- When not in use, remove batteries to prevent possible leakage.

GAME START

To activate your Virtual Baby game the first time, pull the battery tab and press RESET at the back of the game unit.



After reset and the game starts. An animation will be shown and your baby comes to the world. After this, you should name your baby (Boy or Girl as generated) and the computer will automatically generate the Social Security Number. You can register the baby's information in the Birth Certificate provided. Please duplicate the Birth Certificate for further adaptation of your virtual baby.

ACTIVITY CHART

Follow this Time Chart to raise your lovely virtual baby:

Activity 1 (Age: 0-4 only)	Time
Breakfast	8:00-9:00
Normal Activity	9:00-12:00
Lunch	12:00-14:00
Sleeping	14:00-16:00

Normal Activity	16:00-19:00
Dinner	19:00-21:00
Normal Activity	21:00-23:00
Sleeping	23:00-8:00

HOW TO OPERATE ?

SET THE REAL TIME CLOCK

Press MODE key to display the time.
Press and hold ENTER key for 1.5 seconds to enter the Time Setting mode.
Press LEFT /RIGHT key to advance the desired HOUR/MINUTE digits.
Press ENTER key to exit and return to clock mode.
Press MODE key to get back to the game screen.

NAME YOUR BABY

Enter Index Mode and show the baby name.
Press ENTER key to enter baby name setting mode
Press LEFT and RIGHT key to set the character (A-Z)
Press ENTER key to shift to next character setting
Press MODE key to exit
The SSN# will be automatically generated.

TO ACTIVATE THE FUNCTIONS

Press **LEFT or RIGHT** to select the activity.
Press **ENTER** to confirm the activity.
Press **MODE/CANCEL** to exit selection mode.
Press ENTER to activate the following icons :

Feeding

Your virtual baby need to be fed a few times every day, so that it can grow up more healthy. Your baby will not eat when the discipline index becomes ZERO.

Sleeping

Turn off the light while your baby is going to sleep. Turn the light on while your baby wakes up. Otherwise your baby will not sleep well and easily get sick.

Normal Activities

At normal activity time, your child can take exercise, playing and studying.

Playing

It shows 3 game selection screen. It will increase Happy Index by 1 point after playing the game.
Game 1: Tic-Tac-Toe
Game 2: Shooting
Game 3: Brick Game

Studying

Increases the Education Index by 1 point up to maximum 2 points for each day.

Exercise

Taking exercise will increase the Health Index by 3 points.

Cleaning

In any stage, player should take cleaning action for every 9 hours. This will increase the Health and Discipline index by 1 point. Otherwise, it will decrease the Health Index by 1 point for every 2 hours.

Medical Treatment (sick mark)

When the Health Index is below 5 points, your child becomes sick. All current activity will be canceled and the Sick Mark will be shown (see above icons). Your child should take medical treatment and gains 10 points of Health Index. In any case, your child will refuse to take medical treatment if he/she is in good shape. When the Health Index reaches zero and the child hasn't taken any medical treatment in 12 hours, the game is over and the Bye-Bye animation will be shown.

Discipline

When the Discipline Index is below 5 points, your child will reject to do anything except applying discipline. By doing so, this increases the index by 5 points. If index is full and you keep applying discipline more than 10 times, the game is over.

Behavior

For index checking, all indexes will be shown in sequence and cycling as follows:

Baby Name - SSN# - Year/Weight - Discipline - Health - Happiness - Hungry - study

The full mark is 25 points for all index.

Hint

This indicator is used to alert the player what happened to the baby. This icon will be turned on if the baby needs attention in case of sickness, dump and low health care indices.

SCORING SYSTEM

After playing 18 days and your child reaches 18 years of age, he/she will attain the occupation related to the Education Index accomplished. Once the occupation graphic is displayed, the game is over.

MALE	FEMALE	EDUCATION INDEX
Doctor	Teacher	22 - 25
Police	Nurse	16 - 21
Chef	Waitress	0 - 15

Take your next adaptation by restarting the game.

Please keep this Instruction Sheet since it contains important information.

LIMITED WARRANTY

We warrant this product to be free from defects in material and workmanship under normal use for a period of 90 days after delivery to the ultimate user, and will repair free of charge should it become defective under this warranty. This warranty does not cover broken or cracked cabinets, batteries or any malfunctions caused by personal use of this product. Please return all defective merchandise to the store where it was purchased along with your sales receipt. (Valid for USA only)

MGA™
ENTERTAINMENT

©1997 MGA ENTERTAINMENT™
ALL RIGHTS RESERVED

IMPORTANT

The battery tab is being used to reserve the power. To activate your Baby game the first time, pull the plastic tab at the back of the unit and press the "RESET" button.